

Andrew A. Ernst

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Professional Summary

As a software engineer and technology enthusiast, I am constantly on the lookout for new ways of pushing the boundaries of interactivity in games and simulations. Over the last year, I have gained a great deal of experience working on a wide variety of projects.

While I am extremely adept at working with technology, I also have a sound understanding of the principles of business and marketing. I worked in sales for nearly five years promoting numerous products, leading sales teams, and working with customers across the United States and Canada. I have an equal amount of respect for a well written business proposal or a well balanced financial statement as I do for proficient and cleanly written code.

Technical Skills

- **Software, Languages, Engines, APIs, Version Control** – Proficient in C#, (Unity) JavaScript, C++, Visual Studios, Unity3D, XNA, and Tortoise SVN. Have worked with a broad range of technologies and confident in my ability to adapt and learn.
- **Dynamic Web Development** – Experience with CSS, XHTML, jQuery, MySQL, and PHP.
- **Technical Writing** – Able to explain technology related ideas to many different audiences.
- **Software Design** – Proficient at developing the logic required for creating solutions to problems.

Industry Experience

TECHNOLOGY TRANSFER SERVICES – TAMPA, FL

Feb. 2011 – Mar. 2012

Simulation Developer

- Designed, programmed, and developed complete game and simulation projects from start to finish
- Collaborated with small to medium sized teams throughout development life cycles
- Provided quality assurance by addressing and fixing various software bugs
- Wrote technical documentation for projects and research

Technologies Used

- C#
- Unity3D
- UnityScript
- Visual Studios
- Tortoise SVN
- MonoDevelop
- PHP & MySQL
- Opensim & LSL

Projects:

COMBINED CYCLE LEARNING QUESTS

Lead Programmer

Interactive simulations intended to teach workers proper procedures at a combined cycle plant. Created initial interactive demo for sales team using Unity3D and worked with project lead to develop scope and time estimate.

Technologies Used

- C#
- Unity3D
- Visual Studios
- Tortoise SVN

DEAD RINGER

Lead Programmer and Designer

Designed and developed an arcade style game in Unity3D, geared toward teaching users to understand and recognize industrial signs and symbols.

Technologies Used

- C#
- Unity3D
- Visual Studios
- Tortoise SVN
- PHP
- MySQL

OCTO-FIRE-POD

Lead Programmer

Developed an arcade style game using Unity3D to teach users the different classes of fires and the corresponding fire extinguishers used to put out those fires.

Technologies Used

- C#
- Visual Studios
- PHP
- Unity3D
- Tortoise SVN
- MySQL

ROBBERY ON THE R.E.D. ROYALE

QA and Support

Point and click detective game developed in tandem with Pearson Education in order to teach students critical thinking skills. Role in project involved documenting and providing assistance in fixing bugs.

Technologies Used

- C#
- Unity3D
- Visual Studios
- Tortoise SVN

JORMUNRUNNER

Programmer

Worked with a team of fourteen people to create a 2D action game within a 48 hour time period using Microsoft's XNA Game Studios and Xbox Kinect.

Technologies Used

- C#
- XNA
- Visual Studios
- Kinect SDK

FACILITY MAINTENANCE LEARNING QUESTS

QA and Debugging Programmer

Assessed and fixed programming and design bugs for seven training simulations intended to teach facility maintenance workers proper tools, equipment, and procedures.

Technologies Used

- UnityScript
- Unity3D
- MonoDevelop
- Tortoise SVN

ODESIE VIRTUAL WORLD

Simulation Designer / Scripter

Collaborated with four other team members to build an interactive virtual world for training distribution center and facility maintenance workers using the OpenSim application server.

Technologies Used

- LSL Script
- OpenSim

INKWELL

Assistant Producer and AI Programmer

Helped lead a team of eleven students in the development of a 3D action adventure game using XNA Game Studios. Additionally, coded the AI and Enemy classes.

Technologies Used

- C#
- XNA
- Visual Studios
- Tortoise SVN

Education

DEVRY UNIVERSITY – ORLANDO, FL

Bachelor of Science in Game and Simulation Programming

Graduation Date: Feb. 2011

GPA: 3.45

BAKER COLLEGE – OWOSSO, MI

Bachelor of Arts in Business Administration
Major: Management, Minor: Entrepreneurship

Graduation Date: Aug. 2006

GPA: 3.96

Activities, Conferences, and Professional Affiliations

GLOBAL GAME JAM (GGJ)

2011, 2012

INTERSERV./IND. TRAINING, SIMULATION & EDU. CONFERENCE (I/ITSEC)

2009, 2010, 2011

INTERNATIONAL GAME DEVELOPERS ASSOCIATION (IGDA)

2009 – Present